

FIG. 1

TOKYO ELECTRON LTD.

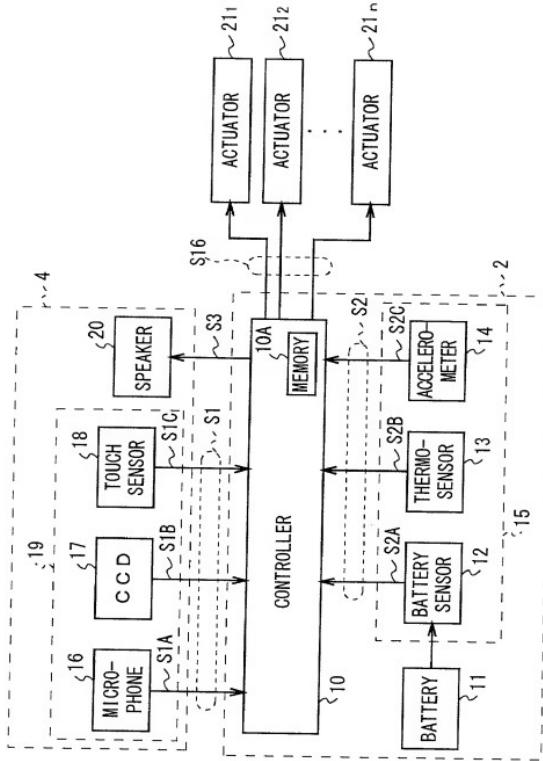


FIG. 2

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TOZ280*CSHTR60

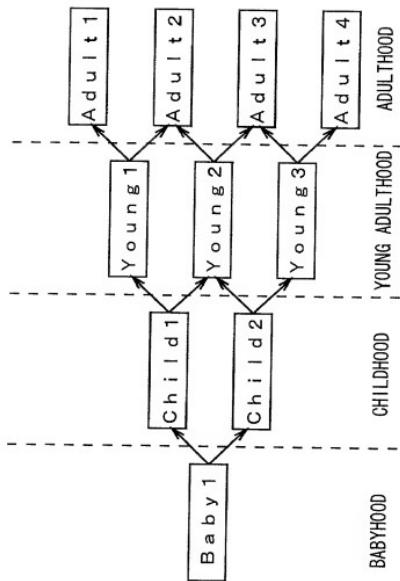


FIG. 3

T02287* C5m1T660

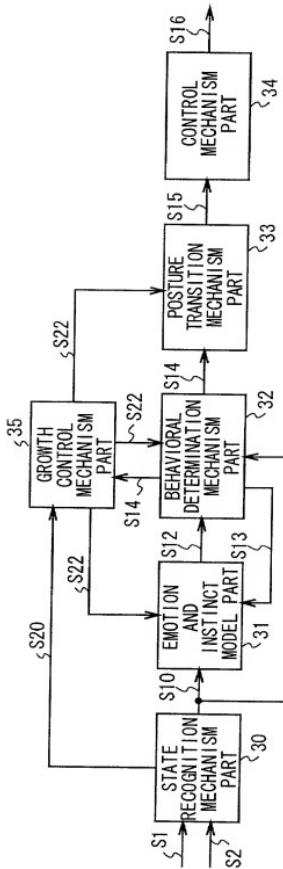


FIG. 4

TO/CEST/CEST660

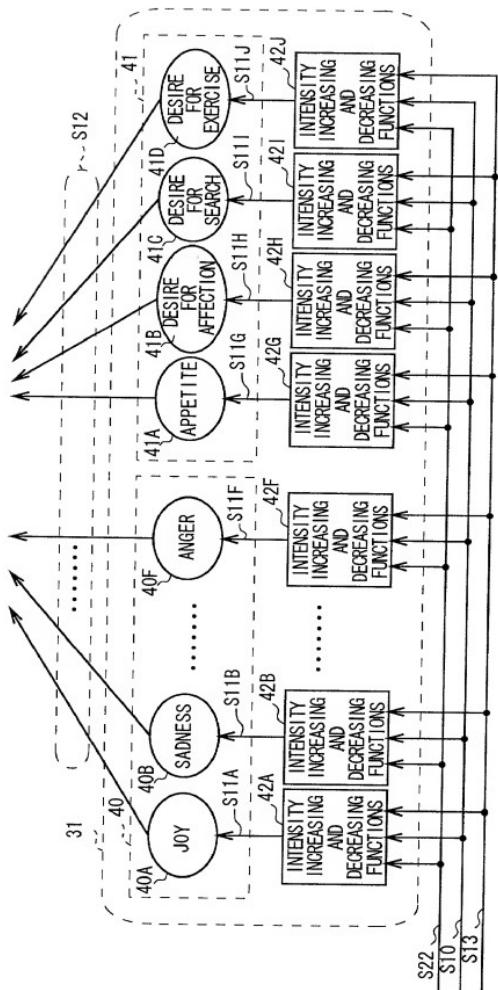


FIG. 5

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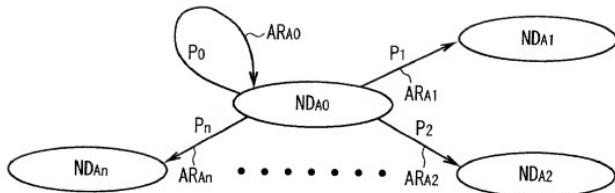


FIG. 6

T07280-E54117660

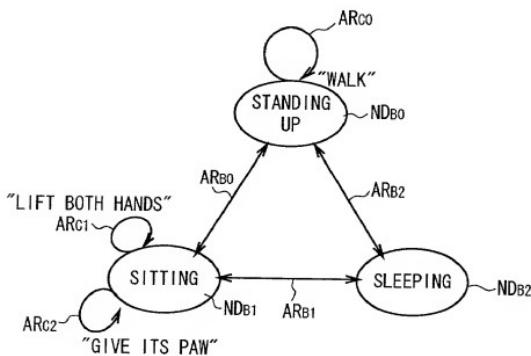


FIG. 8

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INPUT EVENT NAMES		DATA NAMES		DATA EXTENTS		TRANSITION PROBABILITIES TO ANOTHER NODE	
		A	B	C	D	E	n
node 100			node 120	node 1000	node 600		
				ACTION 1	ACTION 2	MOVE BACK	ACTION 4
1	BALL	SIZE	0,1000	30%			
2	PAT						
3	HIT						
4	MOTION						
5	OBSTACLE	DISTANCE	0,100				
6		JOY	50,100				
7		SURPRISE	50,100				
8		SADNESS	50,100				

50

FIG. 7

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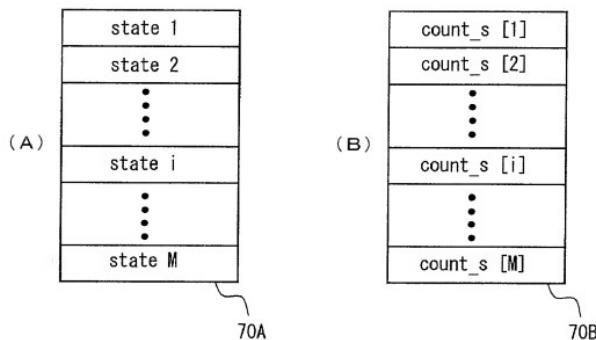


FIG. 9

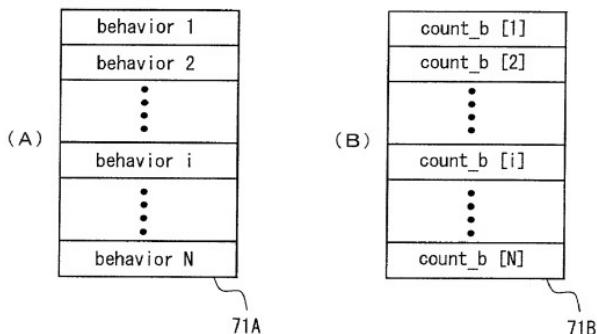


FIG. 10

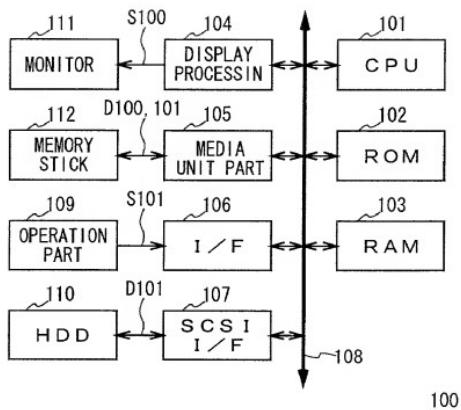
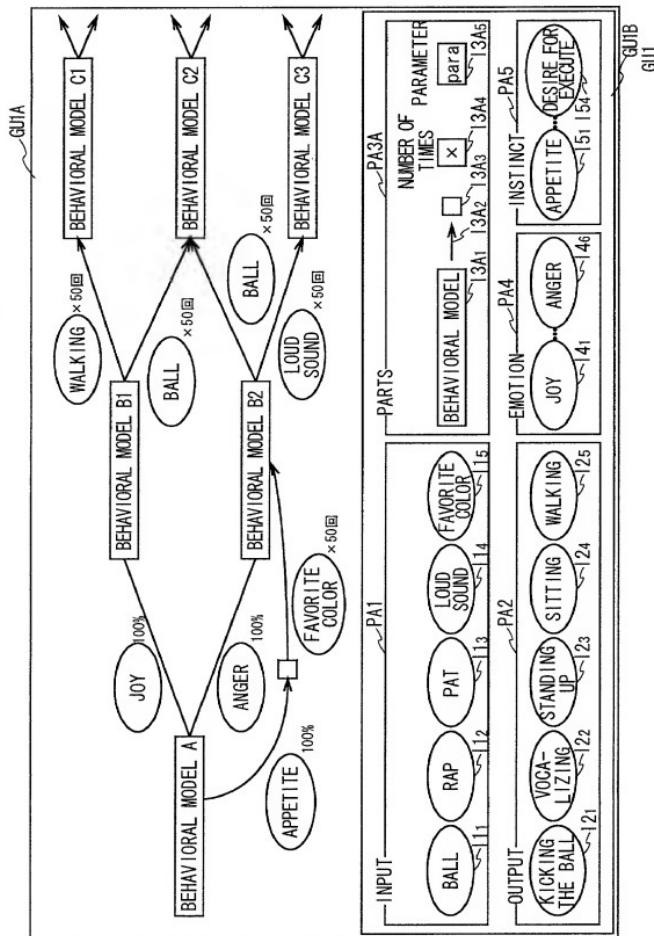


FIG. 11



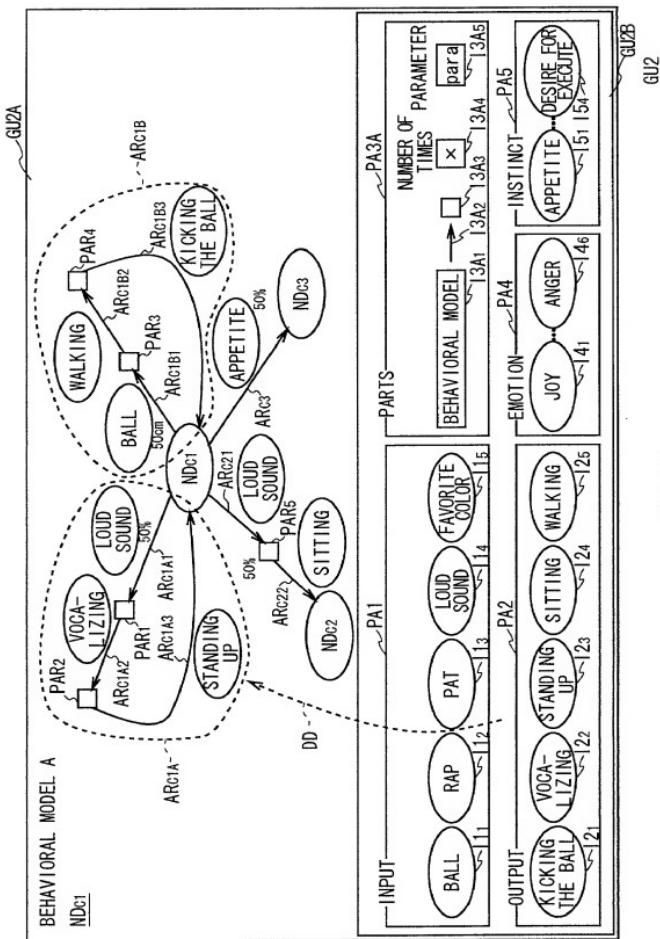


FIG. 13

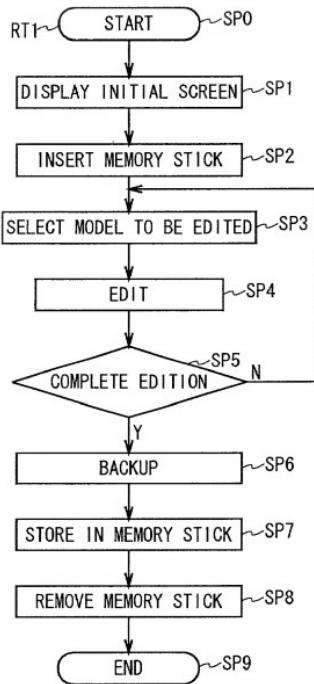


FIG. 14

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Explanation of Reference Numerals

1 ... pet robot, 10 ... controller, 10A ... memory, 15 ... internal sensor part, 19 ... external sensor part, 21₁ - 21_n ... actuator, 30 ... state recognition mechanism part, 31 ... emotion and instinct model part, 32 ... behavioral determination mechanism part, 33 ... posture transition mechanism part, 34 ... control mechanism part, 35 ... growth control mechanism part, 60 - 63 ... directed graph, 70A, 70B ... growth element list, 70B, 71B ... growth element counter tables, 100... editing apparatus, 101 ... CPU, 102 ... ROM, 103 ... RAM, 104 ... display processing circuit, 105 ... media unit, 112 ... memory stick, S1 ... external information signal, S2 ... internal information signal, S10, S20 ... state recognition information, S14 ... behavioral determination information, S22 ... change command information, S100 ... video signal, S101 ... command, D100 ... various information, S101 ... editing data, GU1 ... growth model edit screen, GU2 ... behavioral model edit screen, RT1 ... editing procedure.